

## Claims

1. A method for managing interactions between at least one peripheral command device and at least one multimedia application exploiting the standard MPEG-4, said peripheral command device delivering digital signals as a function of actions of one or more users comprising: constructing a digital sequence having the form of a BIFS node (BInary Form for Scenes in accordance with the standard MPEG-4), said node comprising at least one field defining a type and a number of interaction data to be applied to objects of a scene.
2. The method according to claim 1, wherein the digital sequence uses a decoding sequence of MPEG-4 systems to introduce the interaction data into the peripheral command device.
3. The method according to claim 1, further comprising designating the nature of an action or actions to apply on one or more objects of the scene by an intermediary of one or more fields of the node.
4. The method according to claim 2, further comprising designating the nature of an action or actions to apply on one or more objects of the scene by an intermediary of one or more fields of the node.
5. The method according to claim 1, wherein the BIFS node comprises a number of variable fields dependent on the type of peripheral command device, and transfer of the interaction data of fields of the node to the target fields is implemented by means of routes.

6. The method according to claim 2, wherein the BIFS node comprises a number of variable fields dependent on the type of peripheral command device, and transfer of the interaction data of fields of the node to the target fields is implemented by means of routes.

7. The method according to claim 1, further comprising signaling activity of the device.

8. The method according to claim 2, further comprising signaling activity of the device.

9. The method according to claim 1, wherein signal delivery is performed in the form of a flow signaled by a descriptor which contains information for configuring the decoding sequence with an appropriate decoder.

10. The method according to claim 1, wherein constructing the interaction data sequence is performed in a decoding buffer memory of a multimedia application execution terminal.

11. The method according to claim 1, wherein translation of the interaction data sequence is performed in a decoder equipped with an interface with the composition device similar to an ordinary BIFS decoder for executing the BIFS-Commands decoded on the scene.

12. The method according to claim 1, wherein flow of user interactions passes through a DMIF client associated with the device that generates access units to be placed in a decoding buffer memory linked to a corresponding decoder.

13. The method according to claim 1, wherein flow of user interactions enters into a corresponding decoder, either directly, or via an associated decoding buffer memory, thereby shortening the path taken by the user interaction flow.

14. Computer equipment comprising:  
a calculator for executing a multimedia application exploiting the standard MPEG-4;  
at least one peripheral device for representing a multimedia scene;  
at least one peripheral device for commanding said application;  
an interface circuit comprising an input circuit for receiving signals from a command means and an output circuit for delivering a BIFS sequence; and  
means for constructing an output sequence as a function of signals provided by the peripheral input device, in accordance with claim 1.